

YOUTH BASKETBALL LEAGUE SUPPLEMENTAL RULES

1st and 2nd Grade Coed

A youth athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time. 28A.600.190 (3).

A youth athlete who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and receives written clearance to return to play from that health care provider.

1. All participants must be properly registered through the City of Renton Recreation Division. Team rosters limited to no more than 10 players.
 2. No score will be kept.
 3. Game will start with the home team taking the ball out of bounds at the base line of the opposite end.
 4. Games will consist of four 8 minute running clock quarters with a 5 minute halftime (if time allows).
 5. Substitutions will only be allowed at the beginning of each quarter. In case of an injury, subs may come into the game on a dead ball. Every player must play a minimum of two complete quarters from beginning to end. A late arriving player should play two complete quarters unless he/she is physically unable to do so OR he/she has arrived after the start of the third quarter, then one complete quarter is required.
 6. Players will be assigned colored wrist bands at the start of the quarter. Man-to-man defense only, defender must be within five feet of player with the same color wristband. No full court press, zone defense, or double teams. Defenders may only pick up their player after they cross the designated line at 3/4 court.
 - * **Break away to the basket:** Any player may stop the offensive player who has driven to the basket. Once the offensive player has been stopped, the defender must return to guard their own player.
 - * **Screens:** No screens are allowed at this level for the safety of the players.
 7. All jump balls will be awarded to the offense.
 8. Steals may not be attempted when the player is dribbling or has the ball in a held position.
 - * **Blocked Shots:** A player may not "stuff" a shot or prevent the ball from leaving a players hand. Once the ball is in the air and has clearly left the shooters hand, the defender can try to get it.
 9. Player fouls will be tracked to ensure the safety of the game. No free throws will be shot, however the ball will be taken out of bounds at the spot closest to the foul. **Players can foul out!**
 10. Any player receiving disciplinary action from an official during the game may result in that child sitting out for a period of time. Overly aggressive or rough play will try to be corrected by the official by calling fouls or by the coach and may result in a substitution.
 11. Any coach receiving two technical fouls during the season will be dismissed from coaching. Bench technical fouls on parents and players will be assessed to the coach.
 12. **All Coaches must remain seated during the entire game, except for timeouts, substitutions or an injury.** Chairs will be provided to coaches approved to coach in the league.
- Coaches and players are prohibited from communicating (verbally or non-verbally) in reference to the "officials judgment" i.e. calls or non-calls. Coaches and players may ask for a rule clarification from an official only during pre-game and halftime. Infractions of this rule will result in a technical foul and possible suspension or expulsion determined by the Recreation Staff.**
13. No league standings kept, "all the teams are winners."
 14. 5 seconds in the key
 15. Junior Size Ball
 16. Rim Height: 8 Feet